





Created: 3 weeks, 6 days after earthquake

PAGER

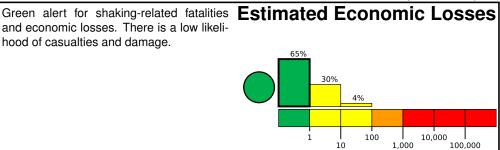
Version 6

M 5.8, 37 km S of Iztapa, Guatemala

Origin Time: 2021-11-18 16:56:57 UTC (Thu 10:56:57 local) Location: 13.5996° N 90.7461° W Depth: 29.6 km

Estimated Fatalities 10,000 1,000

and economic losses. There is a low likelihood of casualties and damage.



Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	18,849k	1,037k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		ı	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan

Huehuetenango La Gomera 13.8°N 11) 12.6°N

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us7000fv5p#pager

Structures

Overall, the population in this region resides in structures that are a mix of vulnerable and earthquake resistant construction. The predominant vulnerable building types are mud wall and adobe block with concrete bond beam construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
2001-02-17	178	4.1	V(2,250k)	1
2001-05-08	207	5.7	VII(562k)	1
1976-02-04	255	7.5	IX(80k)	23k

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

from GeoNames.org MMI City Population IV Puerto San Jose 19k IV Iztapa 4k IV Taxisco 7k IV La Gomera 24k IV Guazacapan 7k IV 10k Masagua Ш 995k **Guatemala City** Ш Santa Tecla 125k Ш Santa Ana 177k Ш Quetzaltenango 132k Ш San Salvador 526k

bold cities appear on map.

(k = x1000)